WHAT IS CLAIMED:

- 1. A method of manufacturing seamless BB Paintball utilizes an inner core of oil-based solution and an outer layer of gelatin-based aqueous solution; the outer layer fluid completely coats inner core fluid via tension created by incompatible solubility of oil and water, which then drips into cooling oil flow, solidifies into spherical gelatin capsules with a smooth, seamless surface by a this cooling process.
- 2. A seamless BB Paintball comprises an oil-based solution and a gelatin-based aqueous solution; the oil-based solution comprising 1%-5% (W/W) edible dye in edible oil or vegetable oil or synthetic oil; the gelatin-based aqueous solution contains 10%-34% (W/W) gelatin that can also comprises 1%-10% (W/W) PEG, 1%-10% (W/W) starch, and 0.1%-1% (W/W) edible dye in distilled water.
- 3. The seamless BB Paintball manufactured by the method according to claim 1, the spherical gelatin capsules have a diameter of 5~9 mm after drying and hardening.
- 4. The seamless BB Paintball composes of, according to claim 2, vegetable oils selected from peanut oil, soybean oil, corn oil, sunflower oil and olive oil.
- 5. The seamless BB Paintball composes of, according to claim 2, vegetable oils selected from short-chain and medium-chain fatty acids.
- 6. The seamless BB Paintball composes of, according to claim 2, PEG with molecular weights ranging between 200 and 6000 daltons.
- 7. The seamless BB Paintball composes of, according to claim 2, two or more than two types of PEG with different molecular weights added in appropriate proportions.
- 8. The seamless BB Paintball composes of, according to claim 2, PEG with average molecular weights between 400 and 6000 daltons preferentially.
- 9. The seamless BB Paintball composes of, according to claim 2, one type of PEG.
- 10. The seamless BB Paintball composes of, according to claim 2, aqueous solution containing a 15%-30% (W/W) gelatin that can consist of 1%-5% (W/W) PEG, 6%-10% (W/W) starch, and 0.6%-1% (W/W) edible dye dissolved in distilled

water.